

GAME BOY ADVANCE

AGB-BKQE-USA

KONG

THE 8TH WONDER OF THE WORLD™

INSTRUCTION BOOKLET



UBISOFT®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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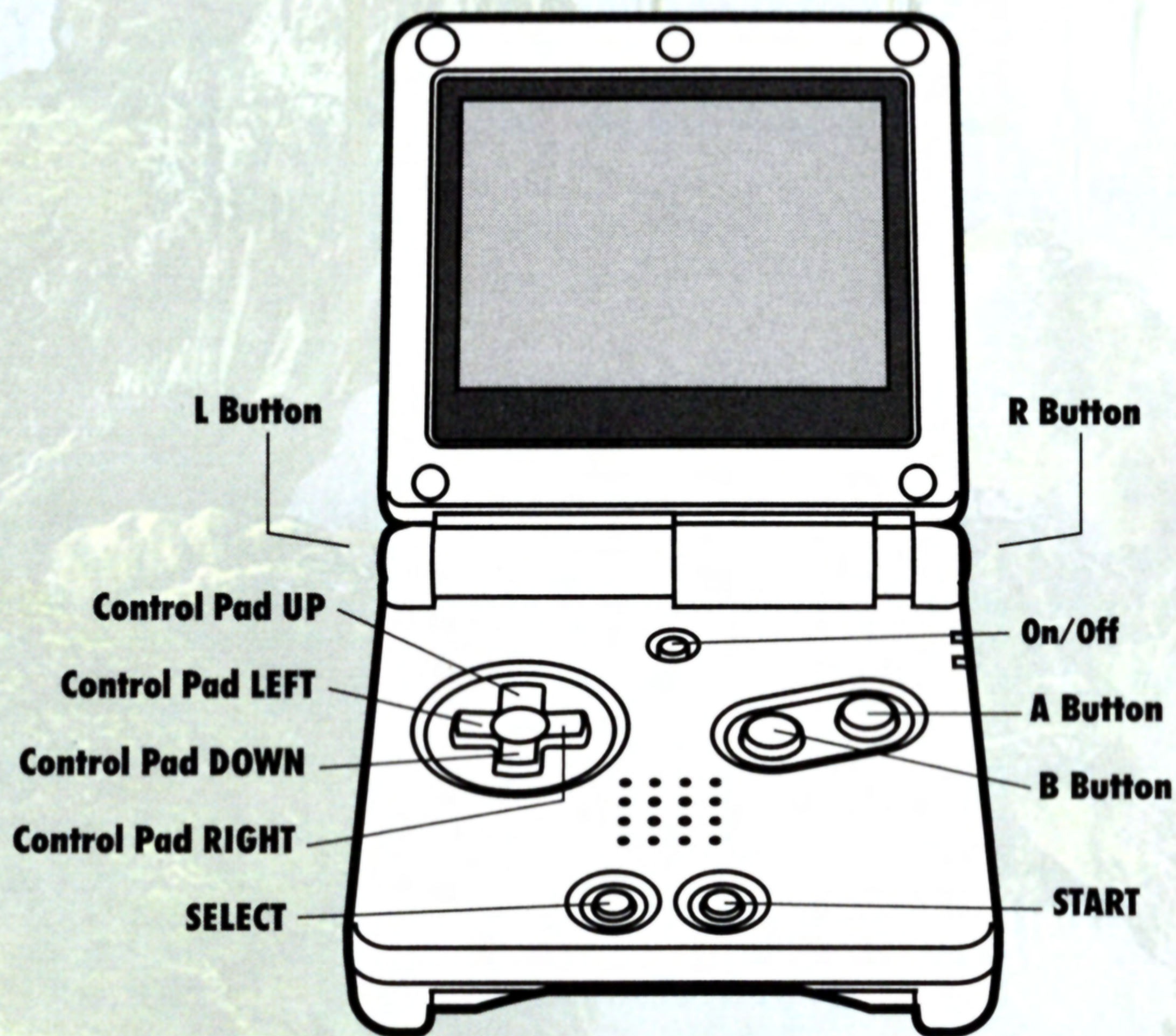


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GETTING STARTED

To begin play, insert the Kong The 8th Wonder of the World™ for GBA Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.



CONTROLS

KONG

Control Layout



	ADVENTURE MODE	KONG MODE
+ Control Pad	Move	Move
A Button	Interact/Use	Quick punch
B Button	Attack	Ground attack
L Button	Switch leader	Block
R Button	Switch abilities	Block
START	Pause/Status screen	Pause/Status screen
SELECT	Detach the leader from the group	

INTRODUCTION

Who was this man? What did he want from me?

He seemed like a decent enough fellow, and a girl in trouble like me couldn't say no when he offered a meal.

It was only then that I realized I was having supper with none other than Carl Denham. Yes, Carl Denham, the famous filmmaker, was sitting across from me, Ann Darrow, starving actress.

What happened next was beyond my wildest dreams: I agreed to be the lead actress in his newest film. He spoke of a long journey and an exotic island filled with mystery, danger, and excitement. And more than all that: fame. This was a chance, an opportunity that I couldn't pass up. It was all happening so fast, but isn't that what little girls dream of?

That very night I packed my things, and left New York for my island, uncharted yet inescapable. Days aboard the Venture passed like hours as fame and fortune filled my thoughts. But every night, alone in my sleep, I was hostage to dark dreams, surrounded by frightening faces and questions that floated by unanswered. Who was this monster? What did he want from me? And who was this man who rescued me?

STARTING THE GAME

Press START after choosing your language to reach the File Selection screen.



To start a new game, choose an empty file and press the A Button. Next, you must name your file. Use the +Control Pad to select a letter and then press the A Button to choose the next one. Press the B Button to go back. Once you've entered a name, press the A Button once more to start the adventure!



To resume a previously saved game, use the +Control Pad to select a file, and then press the A Button. Press the A Button once more to continue the adventure from where you last saved your game.



To erase a previously saved game, use the +Control Pad to select a file, and then press the A Button. Use the +Control Pad to select ERASE and press the A Button to confirm. Select YES with the +Control Pad and then press the A Button once more.




PLAYABLE CHARACTERS



ANN DARROW

Ann Darrow has traveled far from home for an unexpected role as the lead actress in Carl's film. The beautiful and talented stage actress begins to doubt her decision when she discovers the island's secrets...

Abilities




Scream		Ann can temporarily stun certain enemies and also summon Kong with her scream! To summon Kong, stand next to a hollow log with her Scream ability selected and press the B Button. Be prepared to hide! Kong will kidnap Ann if he can!
Heal		Ann can heal Jack, Carl, or herself using a healing plant, as long as the team has a healing plant in inventory. With the Heal ability selected, stand Ann next to the injured teammate and press the B Button to heal. Remember, only the teammates still attached to Ann will be healed. Also, try healing an injured native when you encounter one.
Grappling		With the grappling hook, Ann can climb steep walls and reach inaccessible areas. To climb, Ann must first find a grappling post. With a grappling hook in inventory, and the Grappling ability selected, stand Ann in front of a grappling post and press the B Button. She will throw the hook over the post and can now climb up. The grappling hook will stay in place permanently and can be climbed again.



JACK DRISCOLL

Originally from New York, Jack has always been Carl's trustiest scriptwriter and friend. Reliable and honest, he'll learn to use his weapons to protect the crew, especially Ann!

Abilities




Machete		The machete is Jack's primary weapon. This sharp blade cuts through enemies and jungle obstacles! With the Machete ability selected, simply stand next to an enemy and press the B Button to swing.
Machine Gun		Jack can use his machine gun to fire at enemies from a distance. With the Machine Gun ability selected, simply aim and press the B Button to fire!
Spear		Jack can use the spear as both a weapon against his enemies and to reach faraway switches. With the Spear ability selected, simply aim and press the B Button to throw!



CARL DENHAM

Carl Denham, a maverick filmmaker, has been chasing fame for years. This time, Carl is determined to make it big! The fearless cameraman will use his ingenuity to make sure he doesn't leave the island empty-handed...

Abilities

Push/Pull		Denham is able to push heavy objects blocking the group's path! With the Push/Pull ability selected, stand next to a boulder and hold the B Button to pull it. To push it, just walk toward it!
Grenade		Carl can use grenades to defend himself and even open secret passages. With the Grenade ability selected, press the B Button quickly to drop it. To throw far, aim and hold the B Button, then release to throw the grenade.
Torch		The torch will allow the team to light braziers inside dungeons. With the Torch ability selected, stand next to a fire and press the B Button to light it.



KONG

Kong, last of his kind and King of Skull Island, has unknowingly been chosen as the star of Carl Denham's latest feature film. The giant gorilla's life is changed forever the moment the Venture's crew sets foot on the island...

Action

Quick Punch	Ground Attack	Rage Mode
Press the A Button and Kong will throw a quick punch. Combine his punches for a knockout combo!	Kong will pound the ground violently when you press the B Button, hurting every enemy surrounding him!	Kong's Rage meter fills with every enemy defeated. When he enters Rage mode, Kong will become even faster and stronger!

THE GAME

ADVENTURE GAME SCREEN

Once they set foot on the island, Jack, Carl, and Ann will need to work together, using all their skills to survive and to avoid being eaten! Be sure to collect any raw materials they might come across – you never know what use you might find for them!



Health Bar	This decreases when your characters are wounded. If it reaches zero, the game ends. Remember that every member of the team must survive for the expedition to succeed!
Leader Name	Displays the name of the current leader of the group.
Follower Names	Displays the name of the members still attached to the group.
Ability	Displays the leader's active ability.
Help Warning	When a separated teammate is being attacked, a warning will appear to alert you.

KONG GAME SCREEN



Health Bar	This decreases when Kong is wounded. If it reaches zero, the game ends.
Time	Displays Kong's time remaining before it's too late!
Rage Meter	Every enemy defeated fills the bar slightly. Fill the bar completely and Kong will enter into a rage!

MAP SCREEN

To access the Map screen and view your location on Skull Island, press SELECT in the Inventory menu.



DUNGEON SCREEN

To access the dungeon screen and view your location inside a dungeon, press SELECT in the Inventory menu.



STATUS SCREEN

You can access the Pause/Status screen by pressing START while playing. The Status menu contains all the information about the members of your team.



INVENTORY SCREEN

You can access the Inventory screen by pressing the R Button while in the Pause menu. In this menu you can view and manage your items and use the combining system.



Combinable Items	Displays the items you've collected in your inventory and their quantity.
Items to Combine	The items you've selected to try to combine!
Tools & Weapons	Displays the tools your team has collected.
Quest Items	Displays any quest items you've collected.

Combine System

Using the game's Combine system, you can combine the items you've collected in your inventory to create new tools, weapons, or other aids for your team!

To create a new item, first go to your Inventory menu. Press the A Button to select a first item and then again to select a second. Press the A Button once more to confirm, or the B Button to cancel. If your combination worked, you'll also be able to decide how many of the new tool or weapon you wish to create.



OPTIONS MENU




You can access the Options menu by pressing the L Button while in the Pause menu. In this menu, you'll be able to turn the music and sound effects on and off, and resume or quit the game in progress.

You can also save your game at any time in this screen. Your items, health, and progress will all be saved.






SKULL ISLAND INHABITANTS




NATIVES

The natives of Skull Island are incredibly protective of their territory and dislike outsiders. They fear Kong, and in order to prevent his devastating attacks they must periodically perform sacrificial rituals.





Villager		Villagers carry no weapons. They maintain their daily routines and will not bother you. But irritate a villager and the warrior guards will hunt you down!
Warrior		Warrior guards are extremely hostile and will attack on sight! These natives are armed with spears and can defend against your attacks with their shields.
Injured		During your adventure, you will encounter wounded natives on Skull Island. If you use Ann's abilities to heal them, you will be rewarded. But beware – a wounded native means an evil creature is near!

WILDLIFE

Crab		This crustacean is the island's simplest enemy. Jack and Carl shouldn't have any problems defending against its attacks!
Megapede		These giant centipedes are a constant threat, as they inhabit every recess of the island!
Terapusmordax		The bat is a small and fast enemy that lurks in dark corners until disturbed. Once awakened, it will attack without hesitation!
Venatosaurus		The venatosaurus is the island's most intelligent and aggressive dinosaur!
Brontosaurus		Although completely vegetarian, the massive brontosaurus might get in the way.









Triceratops		Beware of the sleeping triceratops! Once awakened, it charges blindly, destroying everything in its path!
Pterodactyl		This flying dinosaur will attempt to throw rocks at Kong!
V-Rex		The V-Rex is Kong's only true threat on the island. Its huge size and sharp teeth make its attacks very dangerous to Kong.

HAZARDOUS PLANTS






Poison Ivy		Poison ivy is a small red plant that is hazardous upon contact. Thankfully, its poison is short-lived!
Ground Trap		A ground trap is a deadly pit dug by someone – or something. It is covered by flimsy branches that can't support much weight.
Carnivorous Plant		Always ready for its next meal, the carnivorous plant lies wide open, waiting. Its prey doesn't have much time before it becomes plant food! Find a way to trigger its attack to walk around it safely!
Mushrooms		Avoid the spore clouds that float freely around the island, otherwise the characters might become infected!

ITEMS









RAW MATERIALS

Liana		A jungle rope.
Scarab Shell		A scarab shell container.
Horn		A small, curved dinosaur horn.
Sulfur		A natural explosive with a suffocating smell.
Log		A big piece of wood.
Stone Blade		A sharp blade made of stone.
Stick		A light and strong piece of wood.
Healing Plant		A plant with medicinal properties.




CREATED ITEMS

Raft		A floating platform for traveling over water.
Bandage		A soothing compress made from healing plants.
Torch		A torch to light dark places.
Grenade		A primitive scarab-shell grenade.
Grappling Hook		A simple hook for steep walls.
Spear		A primitive weapon.

SPECIAL ITEMS

Bone Disc		A disc-shaped ancient bone key.
Wood Disc		A disc-shaped ancient wood key.
Pearl Idol		A gorilla statuette encrusted with ocean pearls.
Stone Idol		A gorilla statuette made of stone.
Key		An old key.
Gem		A precious gem that boosts Jack's life bar!
Statue		A carved figure that boosts Carl's life bar!
Medallion		An unusual gift that boosts Ann's life bar!

OTHER ITEMS

Drum Magazine		Reloads 25 rounds in Jack's tommy gun.
Fruit		Replenishes the team's health bar.
Meat		Replenishes Kong's health bar.

HINTS

- Try to walk over the ground trap with one person at a time.
- You can stun certain enemies or break a vase with Ann's scream.
- Hit the falling rock with a ground attack to project it towards an enemy.
- Feed the carnivorous plant a grenade.
- Try healing an injured native with Ann.
- Be creative by combining your items!

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Thanks,
The Ubisoft Team

To learn more about the movie, go to www.kingkong.com.

Kong The 8th Wonder of the World™



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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact Us by Webmail

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period

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Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am–9 pm (EST), M–F

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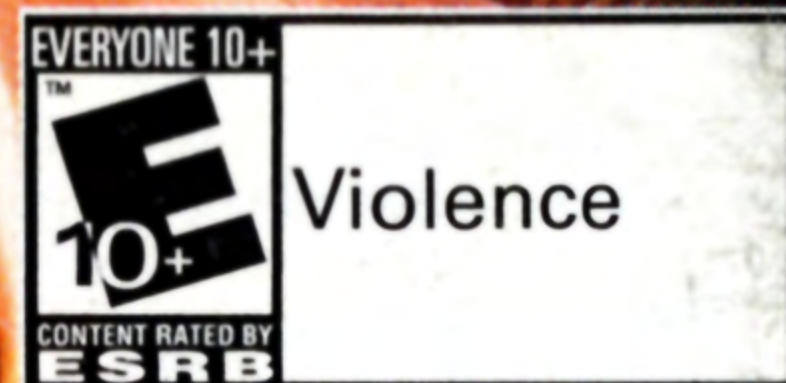
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